

EmuMovies

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NINTENDO DS™



INSTRUCTION BOOKLET  
LIVRET D'INSTRUCTIONS



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

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REV-E

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS  
Multi-Card  
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

### CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

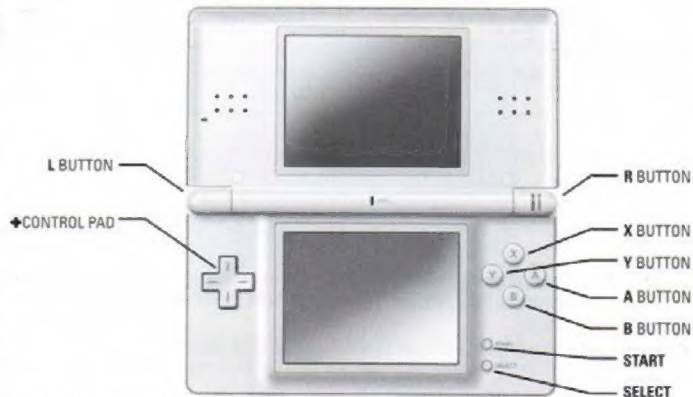


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**Nintendo**

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## STARTING THE GAME



1. Turn OFF the Power Button on your Nintendo DS™ system. Never insert or remove a Game Card when the power is ON.
2. Insert the *SPORE™ Creatures* Game Card into the Game Card slot on the Nintendo DS. To lock the Game Card in place, press firmly.
3. Turn ON the Power Button. The legal screen appears.
4. When the title screen appears, press **START** or touch the Touch Screen to advance to the main menu.

La version française commence à la page 24.



## GAME CONTROLS

Move your creature	+Control Pad
Move your creature up/down/left/right	X Button/B Button/Y Button/A Button
Pivot view to the left/right around creature	L Button/R Button
Open pause menu	START

- You can also move your creature by touching the Nintendo DS stylus on a new location in the Touch Screen.

## QUICK GUIDE

Use this quick guide to get started galloping across the *SPORE Creatures* galaxy. The game begins with your creature emerging from the water. You and your friend are the only survivors of your species. Good luck, team!

- To review your current goals, touch the book icon on the Touch Screen.

## IN-GAME TUTORIAL

At any time, you can also access in-game tutorials through the pause menu.

[www.ea.com](http://www.ea.com)

## TOUCH SCREEN

Through the Touch Screen, you can explore the world, interact with other creatures, and climb the evolutionary ladder.

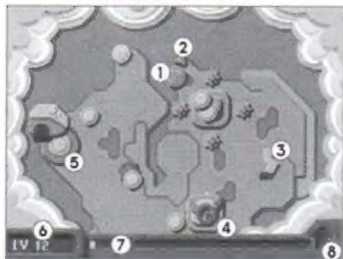
- 1) Your creature
- 2) Access Goals screen to review current goals
- 3) Health meter
- 4) Energy meter
- 5) Social call icon



- To move to a location, touch a spot on the Touch Screen with the stylus.
- To interact with a creature or object, touch the item on the Touch Screen.

## MINI-MAP

- 1) Your creature (blue circle)
- 2) Your current direction (pink triangle)
- 3) Parts pick-up
- 4) Another creature (green for friendly, red for angry, gray for neutral)



- 5) Nest
- 6) Current level
- 7) Progress bar
- 8) Level up icon

## COMPLETING GOALS

Follow the on-screen instructions to complete the game goals and advance levels. Completing side goals has its rewards, which may be new parts, intelligence points, and just feeling good about yourself.

**TIP:** You may need to add and remove parts in order to complete each goal. Get familiar with the Creature Creator (p. 12).

- During the game, you may earn badges, which may be used to unlock parts or cheats. See *Badges* on p. 18.

## GAME METERS

### Life Points

Life points determine the damage you can sustain before dying. If you die, you begin sweet life again at the nearest friendly nest.

### Energy Points

Energy points are depleted when you use special abilities or Bio-Powers. To refill your energy bar, you must wait or consume flowers. Flower power!

### Intelligence Points

Intelligence points are required to advance levels. Collect brain icons to improve your intelligence points. Eat brain, grow brain.

When you acquire enough intelligence points to fill the level progress bar in the mini-map, your creature gains a level, which gives you more body points for use in the Creature Creator.

## EXPLORING THE WORLD

In the big, wide world, you can get around with the tip of the stylus. Touch a location on the Touch Screen to move your creature in the indicated direction. To stop your creature, lift the stylus off the screen. You can also move around using the +Control Pad or the A, B, X, and Y Buttons.

## COLLECTING OBJECTS

As you explore a planet, you may find collectible objects on the ground to help you on your merry way:



Collected parts can be added to your creature in the Creature Creator (p. 12).



Intelligence pickups raise your intelligence points. If you gain enough intelligence, you progress to the next level and increase body, life, and energy points.



Collect all 10 planet tokens on your current planet to earn a badge (p. 18).

- To pick up an object, touch the object. From the set of action icons, touch the hand icon.

## COLLECTING FOOD

Depending on your creature's diet, it may not be able to eat a piece of food. Herbivores can't eat meat, carnivores don't like fruits and vegetables, but omnivores like both—lucky them.



Food pickups restore your health and energy. To eat an item of food, touch it and then touch the action icon for eating.


**TIP:** Every type of mouth has a favorite food. Feed your mouth its favorite food to receive a health bonus.

## MAKING FRIENDS

When you make a friend, you can get the other creature to follow you around and help you with social interactions and combat. It's always good to have at least one wing-creature.

☞ Socializing can also be used to dominate a nest. See *Nests* on p. 11.

### To make a friend:

1. Approach the creature. Touch the social call icon . You may be asked to cuddle or dance with the creature.
  2. After you successfully cuddle or dance, the creature becomes your friend. You can have a maximum of two friends at any time.
- ☞ For more information on friends, see the in-game tutorial.

## INTERACTING WITH YOUR FRIENDS

To interact with a friend, touch it. The action icons appear:



Get information on the friend's abilities.



Attack your friend.



Command the creature to follow you. To make it stop following you, select the red hand icon. This command may not be available for all creatures.



Cancel the action.

## OFFERING FOOD

You can offer food objects as gifts to other creatures. Offering food improves your friendship level. All creatures love a bite of something good.

### To offer a gift:

1. To collect the food to give, touch the object and select the hand action icon.
2. To give the collected food, touch and drag the food near another creature.

## SPORELINGS

If you cuddle a sporeling, it becomes your friend. When you return it to a nest, it hatches into an adult creature. If you eat a sporeling to gain health, all sporelings in the area will flee!

## COMBAT

You can fight other creatures to defeat them and earn parts and meatcubes, which are pieces of food in a nice, neat package.



- 1) Attacking creature
- 2) Your creature

1. To attack, touch the creature. Among the action icons, touch the attack icon.
2. To attack, use the stylus to rapidly drag a slash across the creature.
3. You may also use Bio-Powers (p. 14) to defeat the creature.

When a creature is defeated, it may drop parts, meatcubes, or both. To eat a meatcube, touch the meatcube to open the action icons. See *Collecting Food* on p. 8.


## NESTS

In addition to your own nest, you can claim other nests by dominating the creatures that control them. If you befriend or defeat all creatures around a nest, you become owner of the nest. You can then use the nest to open the Creature Creator, to restart if your creature dies, or to hang out under the shady trees.

- On the mini-map, circles are nests for other creatures.

## BURROWING

When you need to return to your nest, you can burrow underground and pop up at the nearest friendly one. The ability to burrow becomes available on the second level.

- To burrow to your nest, touch the burrow icon . You appear back at the nearest owned nest. If you burrow again at that nest, you return to your previous location.

## THROWING OBJECTS

To throw an object, touch it with the stylus, then touch the hand icon. The object appears on the creature's head. Now touch the object on the creature's head—a target icon appears. Move the stylus to your target and lift the stylus off the Touch Screen.

## DIGGING

Approach a dig site—a small brown circle of dirt on the ground—and move the stylus back and forth over the site until the creature finds something.



# CREATURE CREATOR

In the Creature Creator, you can add and remove parts and paint your creature as you see fit.

To open the Creature Creator, touch a nest that you control then touch the egg icon.

On the top screen, you can see your current creature, including all powers and abilities. See *Abilities* on p. 14.



- 1) Your creature
- 2) Current body points
- 3) Max body points
- 4) Primary abilities
- 5) Secondary abilities
- 6) Bio-Powers
- 7) Mouth type: herbivore, carnivore, or omnivore (hint: big teeth = meat)
- 8) Accessible terrain types
- 9) Creature's name
- 10) Open part category
- 11) Open Creature Painter (p. 16)
- 12) Rotate
- 13) Drag part here to delete it from your creature (double-tap to delete all parts)
- 14) Scale
- 15) Undo
- 16) Redo
- 17) Save, load, or change the name of the creature
- 18) Open in-game tutorial
- 19) Cancel edits
- 20) Accept changes and close Creature Creator

**TIP:** There is no advantage to carrying less than the maximum body points on your creature. Fill 'er up!



## ABILITIES

### PRIMARY ABILITIES



Social points determine how quickly you can befriend other creatures.



Defense points help your creature resist and survive attacks by other creatures.



Attack points determine the strength of your creature's attacks.

### SECONDARY ABILITIES



Metabolism indicates how much health is gained from each piece of food eaten.



Sight determines how well your creature sees underground.



Energy Refresh points affect the rate at which your creature's energy refills.



Critical Hit points determine the chance of your creature doing double damage with any attack.

### ADVANCED BIO-POWERS

When added to your creature, some parts give your creature special abilities during combat. Each Bio-Power requires energy to use. But, oh, they are useful.

To use a Bio-Power, touch its icon on the Touch Screen while in combat.



Flame Jet shoots flames at creatures for a limited time. That'll leave a mark.



Leaf Flurry shoots a ring of leaves, poisoning any creature that is touched. Those are some powerful leaves.



Stun confuses a creature for a limited time.



Like a deodorant, the Shield Bio-Power places a protective shield around your creature for a limited time.



Heal can be used to heal your creature and its friends.

## BUILDING YOUR CREATURE

**NOTE:** When you save your creature in the Creature Creator, you do not save the current state of the game.

To rename your creature, touch the Save icon. Select **CHANGE NAME**. Enter your creature's new name, and then touch the Accept (✓) icon.

### ADDING AND REMOVING PARTS

1. To add a part, touch an icon on the left side of the screen to open the category of available parts.
  2. Compare the body points of the desired part against the amount of available body points.
  3. To select the part, double-touch it.
  4. Touch and drag it to the desired location on your creature. To place it, lift the stylus.
  5. When the part is placed, use the slider on the top of the Touch Screen to rotate the part. Use the right-hand slider to scale the part size. These changes only affect the appearance of your creature.
  6. To paint your creature, touch the brush icon. See *Painting Your Creature* on p. 16.
- To remove a part from your creature, touch and drag it to the trash icon.

## PAINTING YOUR CREATURE

In the Creature Painter, you can apply paint or textures to individual parts of your creature or apply Spore creature styles.

- 1) Texture tab
- 2) Color tab
- 3) Spore creature style tab
- 4) Saturation
- 5) Brightness
- 6) Main body color
- 7) Secondary body color
- 8) Details color
- 9) Teeth and Nails color
- 10) Eye color
- 11) Undo/Redo



To paint a creature, touch the texture, color, or Spore creature style tab. Touch the paint item to apply. Then, touch the part of your creature to paint: primary color, secondary color, details, teeth and nails, or eyes. Mix and match to get the right look.

☞ To adjust the current color's saturation and brightness, use the slider bars.

## SPOREPEDIA™

In the Sporepedia, you can review stats on all encountered creatures and visited planets, as well as manage your saved creatures and acquired pollination. You can also check out your creature's stats and any badges you've acquired—your personal trophy case.

- ☞ To open the Sporepedia, press **START**. In the pause menu, touch SPOREPEDIA.
- ☞ If needed, you can remove content that has been saved to your Game Card from another Nintendo DS system. See *Removing Pollination* on p. 22.

## SAVED CREATURES

Through the Sporepedia, you can load and save creatures and create new ones. To review saved creatures, touch SAVED CREATURES in the Sporepedia menu.

- ☞ To load a creature, touch it in the Saved Creatures screen. Then, touch LOAD.
- ☞ To create a new creature, double-touch an empty slot. Then, touch CREATE.

## SPECIES GUIDE

In the Species Guide, you can review stats of species you've encountered in the game and your current relationships with them. You can also see the parts you've acquired from the selected species.

- ☞ To review stats on another species, touch it on the Touch Screen. The top screen is updated.
- ☞ To get more information on the species, touch the book icon.

## PLANET GUIDE

In the Planet Guide, you can review stats on the planets that you've visited, including the number of parts and planet tokens you've found on each one.

**TIP:** If you have unlocked the replay ability, you can replay planets through the Planet Guide.

## BADGES

In the Badges screen, you can review all Goals, Creature, Combat, Social, and World Badges in the game. You can also visit the Cheat Shop (see below) and the Part Shop (see below) to pick up new cool stuff.

**NOTE:** When you earn a badge, you earn badge points, which can be spent on parts or cheats.

### CHEAT SHOP

In the Cheat Shop, you can spend your badge points on new parts, game modes, and special features.

- ☞ To buy a listed cheat, touch it with the stylus. The cost is deducted from your badge points.
- ☞ To toggle availability of a purchased cheat, touch it again.

### PART SHOP

In the Part Shop, you can spend badge points on unlocked parts.

- ☞ To unlock a bonus part, touch it. The price is deducted from your badge points.
- The activated part is now available for use in the Creature Creator.

## TRADING

Over local Wireless or Nintendo Wi-Fi Connection (Nintendo WFC), you can trade creatures with a friend. Saved creatures are stored in your Zoo, and you can use them in your games.

- ☞ To begin trading with another player, select TRADING from the main menu.

## STARTING A LOCAL WIRELESS -TRADING SESSION

To set up a trading session with another Nintendo DS system over a local wireless connection:

1. From the Trading menu, select LOCAL WIRELESS.
2. Select your role: HOST TRADE or JOIN TRADE that someone else is hosting.  
**Host Trade:** Wait until another player has joined. Then, touch the accept (✓) icon.  
**Join Trade:** Select the host that you wish to join. When the other player accepts, you are now ready to trade.
3. You can choose to exchange friend codes with the other player, so that you can quickly connect the next time. See *Online Friends* on p. 21.

## CONNECTING OVER NINTENDO WI-FI CONNECTION

Through Nintendo Wi-Fi Connection, you can trade content with other *SPORE Creatures* players over the Internet.

**NOTE:** When trading randomly on Nintendo Wi-Fi Connection, you must be willing to accept content from strangers. Pollinated content can be removed at any time. See *Removing Pollination* on p. 22.

1. In the Trading menu, touch NINTENDO WFC.
2. To configure Nintendo Wi-Fi Connection, touch NINTENDO WFC SETUP. See *Nintendo Wi-Fi Connection Setup* on p. 20.
3. To connect to another player, touch CONNECT TO NINTENDO WFC.



4. You may choose to trade with a friend or with a random player. To connect with a friend, you must acquire that player's friend code. See *Online Friends* on p. 21.
5. You are placed in the Zoo filled with the other player's creatures. See *The Zoo* on p. 21.

## NINTENDO WI-FI CONNECTION SETUP

Nintendo Wi-Fi Connection allows two owners to connect over the Internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, you must first set up Nintendo Wi-Fi Connection on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo Wi-Fi Connection setup you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.
- If you do not have a wireless network device installed you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo.
- Nintendo Wi-Fi Connection uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using Nintendo Wi-Fi Connection.
- You can also play Nintendo Wi-Fi Connection compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection is available in the Nintendo Wi-Fi Connection instruction booklet or online at [www.nintendowifi.com/terms](http://www.nintendowifi.com/terms).
- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

**NOTE:** Before you connect via Nintendo Wi-Fi Connection, you must obtain your personal friend code, which allows you to be listed on the friend rosters of other players. See *Online Friends* on p. 21.

For additional information on Nintendo Wi-Fi Connection, setting up your Nintendo DS, or a list of available Internet hotspots, visit [www.nintendowifi.com](http://www.nintendowifi.com) (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

## ONLINE FRIENDS

When connecting over Nintendo WFC, you can find your friends by sharing friend codes with each other. Friend codes enable you to appear on the friend rosters of other players, so that you can quickly connect and share pollinated content.

- To open the Friends menu, select FRIENDS MENU from the Nintendo Wi-Fi Connection screen. Through the Friends menu, you may automatically obtain a friend code and then manage your friend roster.
- To add a friend, touch the plus icon. Enter the friend code of your online friend. The friend is added to your friend roster.
- To remove a friend, touch the friend to remove. Then, touch the minus icon. The friend is removed from your friend roster.

## THE ZOO

You can trade creatures with another player through the Zoo. After you connect to another Nintendo DS system, you can review the other player's Zoo of available creatures and save them to your Game Card for use in your games.

- To save a Zoo creature, touch the creature. Then, touch SAVE CREATURE. The creature is now available in your Saved Creatures.

**NOTE:** If you are not seeing new creatures in the Zoo when connected to Nintendo Wi-Fi Connection, try deleting one or more creatures.

## REMOVING POLLINATION

You can remove pollinated creatures that have been saved to your Game Card using the following methods:

### Single Creature

In the Zoo, touch the creature to remove. Then, touch DELETE.

### Saved Creatures

In the Sporepedia, select SAVED CREATURES. Touch the creature to remove. Then, touch DELETE.

### Creatures on Current Level

In the Pause menu, select Options, then select REMOVE ZOO POLLINATION. All pollinated Zoo creatures on that level are removed from your Game Card.

**NOTE:** The following method removes all pollinated content from your Game Card.

### All Creatures

In the Start menu, select Options, then select DELETE ZOO. All Zoo creatures are removed from your Game Card.

## LIMITED 90-DAY WARRANTY

### Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

### EA Warranty Mailing Address

Electronic Arts Customer Warranty  
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**E-mail and Website:** For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at US 1 (650) 628-1001. **No hints or codes are available from Technical Support.**

**Mailing Address:** Electronic Arts Technical Support  
208 Redwood Shores Parkway  
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**Package Cover Illustration:** Cinco Design

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